ECLIPSE COMICS™

mini-series

№ 3 of 4

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VILLAINS AND VIGILANTES

TM

-JEFF DEE- 1986

The PENUMBRA

WRITE TO: ECLIPSE COMICS - P.O. BOX 1099 - FORESTVILLE - CALIFORNIA - 95436

ON THE RACKS

SCOUT no. 18
Scout and Monday go to Las Vegas, where Scout is re-united with Missy and Guitar Man.

ALIEN ENCOUNTERS no. 12
Four science fiction tales to take you across the last horizon!

THE DREAMERY no. 3
A *new* story featuring the centaurs from issue no. 1. Plus, "Alice in Wonderland."

CAPTAIN EO 3-D
Adapting the wildly successful George Lucas/Francis Coppola/Michael Jackson/Kodak/Walt Disney Productions 3 D movie!

AXA Vol. 8
Two more complete AXA stories from the amazing British newspaper strip.

AIRBOY nos. 19 & 20
The celebrated return of an army of Airboy's most asked-for villains—"Rats!"

ZOONIVERSE no. 5
As the plot unfolds, we discover the mission was a set-up. The Patrol is on its own!

BULLET CROW, FOWL OF FORTUNE no. 2
Continuing the classic run of this excellent strip from the pages of *The Comic Reader.*

OVERLOAD no. 1
Comics best humorists join forces to bring you this special potpourri of laughs.

TALES OF THE BEANWORLD no. 6
The Boom'rBand goes wild! A new dance craze sweeps the Beanworld!

THE NEW WAVE VS. THE VOLUNTEERS 3-D no. 1
The New Wave's search for the missing Dot leads them smack into the Volunteers.

MR. MONSTER no. 9
Doc Stearn takes a vacation, which proves to be more stressful than expected.

WHODUNNIT? no. 3
Be the first to answer the question "Who Offed Henry Croft?" and WIN ONE THOUSAND DOLLARS!

FLOYD FARLAND, CITIZEN OF THE FUTURE
Explore a world in which every citizen conspires against the totalitarian government—except one man!

ENCHANTER no. 1
Markisham stands up to his evil father and discovers his immortal powers. But on Mid-Earth, who will pay the price?

VILLAINS & VIGILANTES no. 3
The Crusaders launch their assault against The Crushers, who have captured the Crusaders Citadel.

CROSSFIRE no. 21
Jay Endicott learns the story of a man who lives his life decidedly out of sequence.

PORTIA PRINZ OF THE GLAMAZONS no. 3
The Pro-Tech Conspiracy Group forms as the Technology Crisis threatens Glamazon Island's new queen, Portia Prinz.

PAPER DOLLS FROM THE COMICS
Presenting a collection of paper dolls which originally appeared in rare newspaper comic strips decades ago. Edited by Trina Robbins.

AS FORETOLD: Like i said in the last Penumbra, this time i'm gonna tell you all about our new offices. Of course, if you read **The Comics Buyer's Guide** or **Amazing Heroes,** which carry **Page Nine** and **Fit to Print,** you already know about this stuff, and maybe more than you even wanted to know, come to think of it.

Anyway, it is now early March in Real Time, and we have moved into our new, improved, unfloodable offices in Forestville, California.

Forestville is about an hour and a half drive north of San Francisco, on Highway 116, near the Russian River (but not too near). We have a little two acre remnant of one of the early farms in this area, complete with ten-room Victorian house, ancient olive, apple and fig trees, and a falling-down barn. The offices are in what used to be a big garage-workshop building. We have insulated, sheet-rocked, floored, wainscotted, carpeted, and aesthetically improved this structure 'til even its own mother would not recognize it on the street. It looks nice enough to live in, and since work is how most of us spend most of our lives, it is also good enough to work in.

The walls have been painted a light cream colour which the Pittsburgh Paint Company chooses to call "Silkspun," and the window mouldings are what they call "Light Celadon." This latter colour is known to deco-streamline-moderne collectors as "Depression Green" or "Nile Green" or "Lettuce Green."

Now, although the "Silkspun" paint is approximately the colour of an unprocessed silk-worm cocoon, the so-called "Light Celadon" is neither Celadon (a gray-green pottery glaze), depression-provoking, the colour of any known river including the Nile, nor the colour of lettuce of any variety whatsoever.

And yes, i thought that you might find that as odd as i find it. Could be wrong, though. You might be colour-blind.

To complete this little inventory of colours, i should note that both the exposed pine ceiling beams and the knotty pine wainscotting are stained to a reddish oak tone, to match the oak flooring and the multitude of antique oak desks, chairs, cupboards, art chests, and filing cabinets amongst which we toil like loggers in a stylized forest. There is one lone non-oak item, a magnificent nine foot tall and seven foot wide chestnut wood apothecary's storage cupboard. This 100 year old monster is filled with office supplies and stationery. It dominates the room in a kindly, wooden way.

So much for the **Architectural Digest** angle on our new digs. What counts is that we're here now and you ought to note our new address and phone number.

The mail comes to:
ECLIPSE COMICS
POST OFFICE BOX 1099
FORESTVILLE, CALIF. 95436

If you have to telephone us, our number is (707) 887-1521.

If you want to visit us in the flesh, call Traci at the phone number above and arrange to drop by in the afternoon when someone will be able to spare a few minutes to show you around the place, give you a free comic book and send you back into the world able to identify "Light Celadon" paint instantly.

BCNU!

catherine yronwode

VILLAINS & VIGILANTES™ no. 3, April 1987. Published monthly by Eclipse Comics, P.O. Box 1099, Forestville, CA 95436. Sean Deming, Editor. Catherine Yronwode, Editor-in-Chief. Dean Mullaney, Publisher. Story ©1987 Jack Herman. Art ©1987 Jeff Dee and Pat Zircher. Villains & Vigilantes TM Fantasy Games, Inc. All other material ©1987 Eclipse Enterprises, Inc. Film by SM Graphics.

SPACE MENTALITY

GREYHOUND BUS TERMINAL. INDIANAPOLIS. 8:28 p.m.

ARCADE

ARCHON

SPACE NAZI

SUB-WAR

I JUST WISH THESE AWFUL VOICES WOULD GO AWAY! FIRST THEY TELL ME WHO ALL THE CRUSADERS REALLY ARE...

WRITER JACK HERMAN & PENCILLER JEFF DEE
CO-CREATORS CO-PLOTTERS

INKER PAT ZIRCHER
LETTERER KURT HATHAWAY
COLORS OLYOPTICS

...THEN THEY START TALKING LIKE SOMETHING REALLY BAD IS ABOUT TO HAPPEN!

PURDUE

I'D JUST BETTER TAKE THE OTHER HALF OF THE MONEY AND BLOW TOWN.

HERE COMES HOLM. EVERYTHING'S SET. I'M GETTING OUT OF HERE.

JAMAICA, BERMUDA, THE BAHAMAS, JUST GO ANYWHERE. SOMEPLACE WHERE THERE AREN'T SO MANY PEOPLE AROUND TO BOTHER ME BY PUTTING THEIR VOICES IN MY HEAD.

YEP, THE MONEY'S HERE. JUST LIKE THAT NICE MAN, MISTER MOCKER, SAID ON THE TELEPHONE.

WAIT JUST A MINUTE! WHAT'S THIS?!

EDITOR: SEAN DEMING EDITOR-IN-CHIEF: CAT@YRONWODE

GREYHOUND

AN UNIDENTIFIED MAN IS DEAD TONIGHT AND SEVEN OTHERS ARE INJURED AFTER AN EXPLOSION AT THE DOWNTOWN BUS STATION. SO FAR, NO-ONE HAS TAKEN RESPONSIBILITY FOR THE BOMBING...

CRUSADER CITADEL. 8:52 p.m.

MACE HAS DONE IT. HE WILL RETURN SHORTLY.

WE'RE GETTING A LITTLE LOW ON TROOPS. LOSING HORNET, MANSTAR AND MARIONETTE REALLY HURT US, POWER-WISE!

YES, BUT WE LOST TEMPER, TOO, SO THAT SHOULD MAKE UP FOR IT.

TELL US, MOCKER, WHAT'S THE PLAN THIS TIME?

FIRST, WE MUST DISENGAGE *TEACHER'S* CENTRAL PROCESSING CORTEX. THEN WE TAKE A HOP IN THE CRUSADERS' SPACE SHUTTLE.

ONCE IN ORBIT WE WILL MAKE A FEW ADJUSTMENTS TO THE *STAT-COM* COMMUNICATIONS SATELLITE, WHICH WILL ALLOW US TO TAP INTO THE INTERNATIONAL BANKING DATABASE AND BECOME FILTHY RICH.

THAT'S FANTASTIC! MOCKER, YOU'RE A BLOODY GENIUS!

WORKS FOR ME.

BUT WHAT ABOUT THE CRUSADERS? MOST OF THEM ARE FREE AGAIN! AND THIS SHATTERMAN AND CONDOR?

THE CRUSADERS SURELY PLOT OUR DOWNFALL EVEN AS WE SPEAK. SPEED IS ESSENTIAL. WE MUST NOT ONLY COMPLETE OUR GIVEN TASKS BUT ALSO READY OURSELVES FOR THEIR EVENTUAL COUNTER-ATTACK.

STORMLORD, YOU HAVE FIRST WATCH.

"U-STORE-IT" PUBLIC STORAGE FACILITY. 9:05 P.M.

WEEKLY RATES

UH, DO YOU HAVE A PHILLIPS SCREWDRIVER I CAN BORROW? I SEEM TO HAVE MISPLACED MINE.

ALL SYSTEMS RESTORED, RESET, AND RECHARGED.

ENFORCER, WILL THE HAUNTRESS BE WITH THEM?

PROBABLY. WHAT'S IT TO YOU?

U-STORE-IT

WHEN SHE CAME TO CAPTURE ME, I WAS SO SCARED, I SURRENDERED WITHOUT A FIGHT. I LET YOU GUYS DOWN.

NOW I'M AFRAID I'M GOING TO CHOKE UNDER PRESSURE AGAIN.

LISTEN, LARRY. YOU BELONG TO ONE OF THE FINEST FIGHTING TEAMS IN THE MIDWEST AND YOU BELONG FOR A *REASON*.△

NOW I SURE AS HELL DON'T KNOW WHAT THAT REASON *IS*, BUT TONIGHT, ONE WAY OR ANOTHER, YOU'RE GOING TO FIND OUT.

DON'T MENTION IT.

THANKS, ENFORCER.

THE MAIN WAY IN IS THE EXPRESS ELEVATOR. THERE ARE TWO OPENINGS IN THE ROOF FOR VEHICLES -- HERE AND HERE.

WHAT ABOUT THE WINDOWS?

THEY'RE SHATTERPROOF.

WE'LL SEE.

WE GO IN, FREE OUR TEAMMATES, AND TAKE THE CRUSHERS DOWN. SIMPLE. IF YOU'RE NOT READY *NOW*, PEOPLE, YOU'RE NOT *GOING* TO BE. LET'S SADDLE UP.

SHATTERMAN, WE NEED TO USE THE TRUCK.

NO WAY. DO YOU KNOW HOW MUCH ONE OF THESE THINGS COSTS? CONDOR AND I HAVE TO GET IT BACK BEFORE MIDNIGHT. THAT'S IN JUST A FEW HOURS.

YOU'RE NOT GOING TO MAKE IT.

U-DRIVE

LOCAL RENTALS

U-DRIVE

U-DRIVE

ALL RIGHT. BUT I'M DRIVING.

WHERE ARE WE GOING?

ON A RECONAISSANCE MISSION.

LASERFIRE, CONDOR, YOU TWO ARE COMING WITH ME.

Oh, GREAT. HOW ARE WE SUPPOSED TO FOLLOW THEM?

WE DON'T. WE HAVE A STOP TO MAKE FIRST.

RRR-RUR-VRUM!

U-STORE-IT

U-DRIVE

I TAKE IT YOU PEOPLE HAVE HAD TROUBLE WITH THESE CRUSHERS BEFORE?

YOU CAN SAY THAT, YES.

THERE'S THE HARMON INSURANCE BUILDING. LET'S GO CHECK HER OUT.

ACTUALLY, THOSE *THUNDERCLOUDS* IN THE DISTANCE WORRY ME MORE.

I HATE KEEPING LOOKOUT, BUT THEN I HATE STAYING COOPED UP INDOORS EVEN *MORE*.

OH, THIS IS JUST BLOODY *WONDERFUL!*

I'VE GOT THREE BOGEYS COMING IN AT ME. LOOKS LIKE TWO *CRUSADERS* AND ONE OF THE *NEW KIDS*. I'M GOING TO NEED BACK-UP!

Skreeitch

DAMN THIS ATMOSPHERIC INTERFERENCE...

YOU'RE SACKED, PAL!

9:36 p.m.

EVAPORATE THESE CLOUDS AND WE'LL CUT DOWN STORMLORD'S POWER.

RIGHT, BOSS!

YOU'RE GOING DOWN, YOU DAMN CRUSHER!

MOCKER! HORNET! ANYONE! HELP!

NO! PLEASE! WITHOUT MY STORM'S AIR CURRENTS, I CAN'T FLY!

YAA

AAAA!!

KRACK!

PUT STORMLORD DOWN ON A ROOFTOP, CALL BROYKO AND TELL HIM WHERE HE CAN FIND HIM.

RIGHT, BOSS.

WHEN DO WE HIT THE CITADEL?

THE HARMON INSURANCE BUILDING. 9:53 P.M.

SERVICE ENTRANCE

DO NOT BLOCK

BRAKKA-BRAKKA-BRAKKA!

IT'S OUT. HOW'S THE CARGO DOING BACK THERE, EVERGREEN?

IT'LL KEEP.

OKAY, SHATTERMAN. TAKE US IN.

FREIGHT ELEVATOR EMPLOYEES ONLY

HEY, EVERGREEN, I THOUGHT YOU SAID THAT THE ONLY ELEVATOR GOING UP INTO THE CITADEL WAS THE EXPRESS ELEVATOR?

U-DRIVE

THAT'S RIGHT. I DID.

THIS FREIGHT ELEVATOR RUNS UP TO THE SIX-TEENTH FLOOR AND LEADS TO A MAINTEN-ENCE STAIRWELL THAT WE HAD BLOCKED OFF YEARS AGO.

U-DRIVE

SO WHAT'RE WE GONNA DO? DRIVE UP THE STEPS?

U-DRIVE

7

DON'T WORRY. SHE'LL HOLD. HIT IT.!

10:00 P.M.

NO EXIT

U-DRIVE

MICHIGAN
828-INO
GREAT LAKE STATE

SKRA-RASH

URGH.!

KOWABUNGA.!!

LOOK OUT.!

CRAASH

KAFF! KAFF!

HAKK.! HAKK.!

GET THIS GUY OUTTA HERE, PLEASE!

YARR!

YARR!

AAAAAA...!

U-DRIVE

ONE-WAY & LOCAL RENTALS

COMPUTER CE

GOD, THAT STUFF BURNS YOUR THROAT --

WE'D BETTER KEEP MOVING!

U-D E

HEY, WHY HAVE WE STOPPED?

VVRRMMMMMM

40 45 50 55 60 65 70

MPH

OH, NO! IT'S THE BIG GUY!!

STOP!

WE'RE STALLED! I HOPE NOBODY HERE IS REALLY *ATTATCHED* TO THIS TRUCK, BECAUSE I'VE GOT A FEELING THAT IT'S NOT GOING TO BE ON THIS EARTH MUCH LONGER.

HEY! WE CAN SNEAK BACK INTO THE CITADEL THROUGH THE LANDING BAY OF THE JET COPTER!

THEY'VE RIPPED OUT THE CONTROL BOX, AND THE DOORS HAVE BEEN WELDED SHUT. LASERFIRE, YOU'RE GOING TO HAVE TO CUT US A WAY THROUGH THIS. AND *HURRY*-- WE'RE BEHIND SCHEDULE.

RIGHT, BOSS.

SKREENK!

COME ON, HE'S ALMOST THROUGH IT.

1787 Constitutional Bi-Centennial 1987

REMOVE THOSE **ARMBANDS** OR YOU'LL BE SUSPENDED.

WE'RE WEARING THEM TO PROTEST THE WAR...

SCHOOLS ARE FOR LEARNING, NOT DEMONSTRATING!

DON'T COME BACK UNTIL YOU'VE TAKEN THEM OFF.

*THE STUDENTS SUE THE SCHOOL AND **WIN** IN THE U.S. **SUPREME COURT.***

IN OUR SYSTEM, STATE-OPERATED SCHOOLS MAY NOT BE ENCLAVES OF TOTALITARIANISM.

SCHOOL OFFICIALS DO NOT POSSESS ABSOLUTE AUTHORITY OVER THEIR STUDENTS. STUDENTS ... ARE 'PERSONS'.*

*TINKER V. DES MOINES INDEPENDENT SCHOOL DISTRICT, 1969

BUT ARMBANDS AT SCHOOL COULD CAUSE **DISTURBANCES!**

OUR CONSTITUTION SAYS WE MUST TAKE THIS RISK.

...AND OUR HISTORY SAYS THAT IT IS THIS SORT OF FREEDOM ... THAT IS THE BASIS OF OUR NATIONAL STRENGTH ...

STUDENTS' RIGHTS ARE PROTECTED BY THE **CONSTITUTION!**

EQUAL JUSTICE UNDER LAW

WE HAVE THE RIGHT TO DISAGREE!

BUT THIS PROTECTION IS ONLY **EFFECTIVE** WHEN STUDENTS **KNOW** THEIR RIGHTS AND **INSIST** ON THEM.

ECLIPSE COMICS

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She has seen the light . . .

. . . she is about to see

the darkness.

THE SACRED & THE PROFANE

THE GRAPHIC NOVEL BY DEAN MOTTER & KEN STEACY

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KAK!

THE JET-CHOPPER'S GONE! THE CRUSHERS MUST'VE STOLEN IT TO MAKE THEIR GETAWAY! THAT MEANS THE COAST HERE IS CLEAR!

MAYBE THEY LEFT BLIZZARD AND DREAMWEAVER BEHIND! WE'VE GOT TO GO RESCUE THEM!

WAITAMINUTE, WHILE YOU WERE IN PAKISTAN LAST WEEK WE **SOLD** THE JET HELICOPTER TO THE **JUSTICE DEFENDERS.**

HEY, MANTA-MAN, I DON'T MEAN TO INTERRUPT, BUT MY SENSORS ARE PICKING UP SOME **MOVEMENT** AT TWO O'CLOCK.

KIK!

GOOD EVENING, GENTLEMEN. I TRUST YOU WON'T THINK ME **TOO** IMPOLITE FOR NOT GRANTING THE THREE OF YOU THE ELEMENT OF **SURPRISE**. BUT THEN, I **DO** HATE CLICHÉS ... DON'T **YOU?**

COOL YOUR JETS, ALREADY! YOU'RE JUST MAKING BULL *MORE* UPSET!

BUT WE'VE *GOT* TO GET OUT OF HERE!

SKREECH

ERRR...

LET'S JUST SIT TIGHT, YOU TWO, AND SEE HOW HE DOES AGAINST MY *CARGO!*

FKRINNCH!

MAYBE IF YOU HAVE *ICE CREAM* IN HERE, I WILL LET YOU LIVE.

SKRINNK!

HUH?

URK!!

THIS GUY'S THE MERCURY MERCENARY. I'LL GET HIM.!

-sigh- HE'S SLOW. VERY SLOW. AND STUPID.

DANGER FLAMMA

I'VE COME TO GET MY PEOPLE BACK.!

MANTA-MAN, MY DEAR FELLOW, YOU'LL JUST HAVE TO TRY TO *TAKE THEM* FROM ME.

SKREE!

AND YOU'RE TOO MUCH OF A FLESHY OLD *POOT* TO SUCCEED.!

MOCKER, YOU MAGNIFICENT MECHANICAL BASTARD.! THIS TIME I'M DISMANTLING YOU, CIRCUIT BY CIRCUIT.!

BUNNG.!

OOO --

PAF!
THOK!
BUNT!
WAP!
SMAK!
A-HA HA HA HA HA HA HA HA HA!
HALP!!
DANGER FLAMMABLE
NOOOOO.!!
ZZAK!
SHOW
HAUNTRESS! NOOOOO!

PLINK!

NOW FOR THE COUP DE GRÂS TO THIS COUP D'ETAT!

AK!

TZAK!

AAAGH!

NO!

HANDS OFF THE GLORIOUS LEADER, YOU SCUM!

BLAM!

ONCE AGAIN THE CRUSHERS TASTE VICTORY. TASTES PRETTY GOOD.

KA-BROOM

MANTA-MAN! WHAT HAVE I DONE?!

YOU!-- IT'S *YOUR* FAULT!

AGK!

ECTOPLASMIC DISRUPTION...

THAT'S *IT!* I'M SICK AND TIRED OF BEING AFRAID. NOW YOU GUYS HAVE *HAD* IT!

EEEEEEEEEEEEEEEE

BUDDA BUDDA BUDDA

KOW

KHUNK!

TOP OF THE NEWS

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Japanese Titles Announced

In a joint announcement from Eclipse Comics and Viz Communications, details of the first three Japanese comics to be co-published in America have been made available.

Eclipse Publisher Dean Mullaney and Viz Publisher Masahiro Oga have set the release dates for the first issues of *Kamui, the Ninja, Area 88* and *Mai, the Psychic Girl. Kamui* #1 will ship from the printer on May 12, 1987, *Mai* #1 a week later on May 19, 1987, and *Area 88* on May 26, 1987. A synopsis of each series follows:

Captain Eo Comic Book To Sell At Disneyland

Eclipse's upcoming CAPTAIN EO 3-D comic book will be offered for sale both at Disneyland in California, and Disney World Epcot Center in Florida, according to a Disney spokesperson. The comic book, part of the Eclipse 3-D Comics Series, is adapted from the successful 3-D movie starring Michael Jackson that is currently showing exclusively at the two theme parks. The film is produced by George Lucas and directed by Francis Coppola. The artwork for the comic book will be by Tom Yeates.

The CAPTAIN EO 3-D comic book will be available in two editions. Shipping in April will be the comic-book sized edition, printed on Baxter paper and employing heavy card stock for the cover. "We expect this 3-D comic to have an exceptionally long shelf life," adds Friel. "Hence, the extra heavy cover." The second edition will be in the popular "Destroy" size, making it probably the largest 3-D comic book of all time. The larger edition, originally designed for the theme parks, will be made available to the direct sales market in May.

Floyd Farland Graphic Novel Strong Sleeper For April

Floyd Farland, Citizen of the Future hits the racks in April as something of a surprise. The work of 19-year-old Chris Ware, the graphic novella was originally serialized in *The Daily Texan*, the student newspaper of the University of Texas at Austin. A darkly humorous view of the future permeates this strongly stylized tale of the government's interaction with the lives of individuals.

"It's one of those books that's going to be a big cult hit," says Eclipse Sales Manager Jim Friel. "And when the word gets out, we're expecting reorders to really be something to watch."

VALKYRIE GETS OWN SERIES

Gulacy Illustrates

Eclipse Comics will publish a 3-issue VALKYRIE mini-series beginning this May, to be written by AIRBOY scripter Chuck Dixon, pencilled by Paul Gulacy, and inked by Willie Blyberg.

Valkyrie is a major supporting character in Eclipse's highly successful bi-weekly AIRBOY title introduced last summer. She appears to be a young woman in her 20s, having spent more than 30 years in suspended animation as a captive of the villain Misery. During World War II, she flew for Nazi Germany, as related in the pages of AIR FIGHTERS COMICS in the early 1940s, until converted to the Allied side by her love for the original Airboy, father of the current hero. She was one of the first of the old Hillman Comics characters to be revived by Eclipse, along with Airboy and Skywolf.

Comics and Sequential Art In Third Printing

Will Eisner's *Comics and Sequential Art*, already sold out through two printings, is now available in a third printing from Eclipse Comics. The book, in which master cartoonist Eisner explains in detail his approach to the art of comic book storytelling, is based upon the course of study he teaches at New York's School of Visual Arts.

Comics and Sequential Art is a 156 page trade paperback, retailing for $14.95. Limited stocks of the hardcover edition are also in print at $24.95 while they last. Both editions are available wholesale to the trade through IADD distributors.

TIM TRUMAN AND JOHN OSTRANDER REUNITED!

"Grimjack" Creators Start New Series For Eclipse

Fans of **Grimjack** have long hoped that Tim Truman and John Ostrander would work together on a new project ever since Tim left that book to create, write and illustrate *Scout*.

With **Hotspur**, a 3-issue mini-series co-created by the duo, a character that harkens back to their *Grimjack* days takes center stage. Truman and Ostrander have co-plotted the series, Ostrander is scripting, and pencils are by Karl Waller, with inks contributed by Romeo Tanghal.

"We came up with the idea during a road trip to a minicon in Indiana when *Grimjack* was still a back-up feature in **Starslayer**," explained Truman. "John was telling me about some of the more colorful people he'd met in his theatre work. One of those people is a good friend of John's who is one of the last masters of stage combat.

"John's friend is, in many respects, the inspiration for Hotspur," added Truman.

Airboy Writer Tackles Axa

Chuck Dixon, who has received unrelenting kudos for his revival of *Airboy* for Eclipse Comics, is currently bringing the same sense of excitement and drama to the new adventures of *Axa*, illustrated by the character's creator Enrique Badia Romero.

Axa #1 brings the heroine of the British newspaper strip (collected in book form in the U.S. by Ken Pierce) to a wide North American audience for the first time. For those readers familiar with Axa's attire in the British newspaper strip, Chuck Dixon and Enrique Romero have decided to give the futuristic adventuress a little more clothing than she's been used to, according to editor Ken Pierce. "There will be no nudity in *Axa* color comics," adds Ken.

The *New Wave* Series Concludes In 3-D!

This April, the current *New Wave* series ends with a two-issue mini-series in 3-D, *The New Wave Versus The Volunteers*. Says *New Wave* editor Sean Deming, "Even though the team has an incredibly loyal following, the sales did not support continuation of the color series. But instead of just ending with the completion of the current storyline, we decided to rework the ending so it would stand complete as a mini-series. That way both New Wave fans and 3-D fans who may not have read previous *New Wave* issues can enjoy a complete story, without having to worry about what went on before. It's all there."

The two-part story, written by regular *New Wave* writer Mindy Newell and Sean Deming, centers on the New Wave, the Volunteers and the powers that control them.

Art for the series is by Gerald Forton.

The New Wave Versus The Volunteers no. 1 ships April 14, 1987. Issue no. 2 ships May 19, 1987. Both issues retail for $2.50 U.S., $3.60 in Canada.

Where The Girls Are

It's 3:30 P.M. and the store is crammed full of 12 year old boys. But where are the girls? Beginning this June, Eclipse Comics' new monthly, *California Girls*, will bring into comic shops that 51% of the potential comic reading audience that's out there. *California Girls*, the creation of *Misty* artist Trina Robbins, chronicles the adventures of teenage identical twins Max and Mo, and all their friends (and enemies!) in sunny Southern California, romantic Hollywood, and surrounding beach towns (lots of bikinis here!). Each issue features reader-designed clothes and paper dolls (a favorite with girls), plus a stunningly-airbrushed full color paperdoll centerspread which will be avidly collected by paper doll fans.

California Girls will be a monthly comic, printed on Baxter paper with black & white story pages and a full-color airbrushed centerspread featuring paper dolls in each issue. It will retail for $2.00. Issue #1 ships June 2.

SISTERHOOD OF STEEL RETURNS

Marx and Ledger Produce New Graphic Novel

Eclipse Comics and Moonfire Productions have announced the co-publication of THE SISTERHOOD OF STEEL GRAPHIC NOVEL entitled "Boronwe: Daughter of Death." The 72-page book is due for release in July in both softcover and hardcover editions, as well as a signed and numbered limited edition hardcover.

Moonfire Productions is the graphic arts team of Christy Marx and Peter Ledger. The husband-wife team has also produced for Eclipse the 3-part historical fantasy adventure "Carlos McLlyr The Californio," which appeared in *Eclipse Monthly* #6, #7 and #8; and the sf parody "The Monster of Planet Og" for *Alien Encounters* #2.

Marx, creator/writer of THE SISTERHOOD OF STEEL, says, "The graphic novel will pick up where the 8-issue mini-series published by Epic Comics left off. It takes place shortly after the time of Boronwe's trial. Greyan, the Priestess of Swords, invites her to join the Daughters of Death, the secretive assassins of The Sisterhood whose mastery of poisons is unrivaled. This story also picks up again the Girl-in-the-Box storyline because my readers demanded it. Although the novel does spring from previous events, I am taking care to make it equally accessible to the new reader and I plan for this to be only the first in a long line of such novels."

All illustration on the graphic novel is being done by Peter Ledger who is painting his art in what he describes as "a return to the classic watercolor illustration style of the 20's and 30's."

Bo Hampton's Lost Planet Begins in May

Eclipse Signs Popular Artist to Six Issue Series

LOST PLANET, a six-part mini-series written and drawn by Bo Hampton, will begin a bi-monthly run in May 1987, according to Eclipse Comics Publisher Dean Mullaney. "As one might gather from the title," he said, "It's a science fiction adventure story. It involves missing persons, including some real historical figures, and where they all end up—on this Lost Planet, to which they are somehow instantaneously transported."

Each issue will consist of a LOST PLANET story, followed by a back-up feature. In the first issue, the back-up will be written and drawn by Scott Hampton. "It's a beautiful story, all done in wash," said Bo. "Scott really knocked himself out on this one." Beginning with #2, the stories will be written by Bunny Hampton-Mack, and drawn by various artists. Tracy Hampton will letter. Coloring will be by Tom Littlejohn.

A HEAP™ OF GREAT READING!

YER-ARRR!

ONE-WAY LOCAL

WE'VE GOT TO PUT BULL AWAY! MY PLANTS CAN'T EXERT ENOUGH PRESSURE TO CHOKE HIM!

WELL, I DON'T THINK MY EXPLOSIVE SHELLS CAN HURT HIM, EITHER, BUT IF I CAN JUST GET HIM INTO A ***FORCE FIELD...***

NO! GET AWAY FROM THE TRUCK. ***NOW!***

JOHNNY!

YOU PICKED A BAD TIME TO GET IN MY WAY, SHOCKER!

KRAK!

I'M GETTING ***REALLY SICK*** OF THIS ARCH-ENEMY CRAP! I WANT OUR PEOPLE BACK! I WANT OUR ***HEADQUARTERS*** BACK! ***NOW!***

NO. I--

FWUNMF

urgh

gakk

YUKK!

ptew

R-R-R-RED!!!

RED! I HATE RED! BETTER DEAD THAN RED.!!

I'M FINISHING MY VEGGIES, MOM, JUST LIKE I PROMISED! NOW STOP YELLING AT ME!

I :umph: HAVE NO TIME TO TRY TO **REASON** WITH YOU!

AAARGH!

THOSE RED FLOWERS WILL PUT BULL INTO A KILLER RAGE! GET OUT OF THERE NOW!

U-DRIVE

BULLS ARE **COLOR-BLIND!** THEY DON'T CHARGE AT THE SIGHT OF RED. THAT'S JUST A **MYTH!**

TELL THAT TO **HIM!**

GET US OUT OF HERE!

I CAN'T! SHE'S FLOODED!

W-R-R-K-K-S-K-

WHEN MISTER ERASER COMES, THEN WHAT YOU'VE DRAWN IS DONE...

U-DRIVE

LOCAL & 1-WAY RATES

KRAAKT!

... FOR I AM MISTER ERASER!

LOCA

KAR-RAM!

Sskkkk----

U-DRIVE

BRAK!

WHO SENT YOU? WHAT TEAM ARE YOU FROM? WAKE UP!

HMMH--?

WAKE UP, DIRTBAG, OUR GLORIOUS LEADER WANTS TO HEAR YOU SPEAK.

GOOD MORNING.

THIS WAS ALL YOUR IDEA. THIS IS ALL YOUR FAULT.

ANSWER US OR I START AT THE RIGHT INNER THIGH AND MOVE UP.

WE DON'T WORK FOR NOBODY! WE'RE FREE AGENTS!

PERHAPS THEY ARE TELLING THE TRUTH.

I'D LIKE A BIG JACK COLA AND SOME FRIES TO GO, PLEASE.

OOF--!

LOOK, YOU'RE JUST GOING TO GET US INTO MORE TROUBLE!

BUMP

OH, I DON'T THINK IT'S **POSSIBLE** FOR YOU TO GET INTO ANY **MORE** TROUBLE AT THIS POINT.'

UH-OH!

T-MINUS FIVE MINUTES TO LAUNCH AND COUNTING...

next issue: **FIGHT OR FLIGHT**

THE EXCITING CONCLUSION! BE HERE! ALOHA.'

THEY'RE THE HEROES!

OF COURSE WE'RE THE HEROES! WHAT DO WE LOOK LIKE-- CRIMINALS?

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VIGIL BULLETIN

New Character:
THE HAUNTRESS
Identity: Sheila Brewster
Side: Evil — Sex: Female
Experience: — Level: 6
Age: 26 — Training:
Powers:

Darkness Control: Maximum area of effect = a sphere with a radius of 22", Range=81", PR=2.

Non-Corporealness: PR=4 per hour to *stay solid*.

Transformation: (disguise) requires one action to change.

Illusions A: PR=5, full sensory range.

Death Touch: PR=20.

Vulnerability: For every type of energy attack that successfully hits her, there is a % chance of causing "ectoplasmic disruption" equal to the damage done -9 (Basic Hits + Level). If this happens her spirit is transported to limbo, where it takes ninety days (in time by our reckoning) to re-form her astral body.

Weight: 120 lbs. — Basic Hits: 3
Agility Mod.: +2 — Strength: 19
Endurance: 27 — Agility: 27
Intelligence: 17 — Charisma: 18
Reactions from: Good: -3 — Evil: +3
Hit Mod. (1.6) (3.4) (2.8) (1.2)=18.2784
Hit Points (55): — Damage Mod.: +4
Healing Rate: 2.4/day — Accuracy: +5
Power (90): — Carrying Capacity: 944 lbs.
Basic HTH Damage: d8
Movement Rates: 73" — Det. Hidden: 12%
Det. Danger: 16% — Inventing Points: 10.2
Cash: $ None — Inventing (51%)

Origin/Background: (American) sports/crime/supernatural.
Legal Status: Legally dead.

Origin/Background: The Hauntress is the spirit of Sheila Brewster (aka, The Shrew) who has returned from beyond the grave to seek vengeance against her hated enemies, the Crusaders. The story of the Shrew, a charter member of the Crushers, can be found on page 12 of the "Crisis At Crusader Citadel" introductory **V&V** adventure. The strange circumstances involving the Shrew's death, however, have never before been revealed.

Several years ago, the Crusaders gathered at a television studio in Indianapolis to record a segment for the popular PM Magazine program. At this time F.I.S.T. (who was acting as leader of the Crushers while they searched for the spare parts to re-assemble Mocher), had boosted the ranks of the Crushers with a variety of criminals, most of whom are no longer living. One of these members was a psionic teenaged demi-human known as Weaselmaniac.

Weaselmaniac's trademark was his deployment of small rabid animals. He joined F.I.S.T., Shrew and several other Crushers in an attack on the television studio.

In the massive brawl that resulted, Weaselmaniac was knocked unconscious almost immediately and his pack of rabid animals (no longer under his control) went on a rampage.

All of the Crushers were captured except for Shrew, who escaped.

It is surmised that during the assault Shrew had been bitten by one of the animals and, unable to receive proper medical attention, died a horrible death shortly thereafter.

Three months later, the Crusaders began investigating a series of crimes being perpetrated by a suspect described as a "female phantom." To their horror, they discovered that it was the ghost of their old enemy.

Combat Tactics: Shrew delights in frightening the living daylights out of her opponents, sometimes sneaking up on them, creating frightening illusions or impersonating other people.

The following is a summarized update on the status of the Crusaders since the original "Crisis At Crusader Citadel" role-playing adventure module was released by Fantasy Games in 1982.

Evergreen: Currently 11th level (+2 Strength, +2 Endurance, +5 Agility, +2 Intelligence). Evergreen spent a year on leave from the Crusaders during which time she learned that she is the half-human daughter of the Queen of the Dryads. Her collection of exotic plants has more than quadrupled since her leave and it now includes a variety of rare and deadly species from South America, Africa and Asia.

Enforcer: Currently 9th level (+2 Strength, +2 Endurance, +3 Agility, +2 Intelligence). Lately, Enforcer has been recovering from a series of flashbacks induced by the mind-control experiments performed on him without his knowledge while he was working for the C.I.A.

Dreamweaver: Currently 7th level (+1 Endurance, +1 Agility, +2 Intelligence). Donna Weston is now a Ph.D. candidate and has been spending time away from the Crusaders working on her dream research project.

Manta-Man: Currently 13th level (+5 Endurance, +2 Agility). Manta-Man has spent years improving his varied equipment. He can glide along at approximately 60 mph now with his redesigned wings and, with their razor-sharp fiberglass edge, his wings also do +2 to hit, +d6 to damage HTH when used as a weapon. His old aqualung is now a full-fledged life support system with a built-in micro-computer that activates the aqualung automatically. He also has a one-shot disposable jetpack which can increase his flight speed to 700 mph. (He tested it in **Villains And Vigilantes #1**, page 6.)

Blizzard: Currently 6th level (+2 Strength, +3 Agility). Blizzard, in his civilian identity, is a much in demand comic book writer/artist. The first issue of his book, **Ninjaman,** is now being sold by some dealers for over $100.

Laserfire: Laserfire is exactly the same as he was in the original "Crisis At Crusader Citadel."

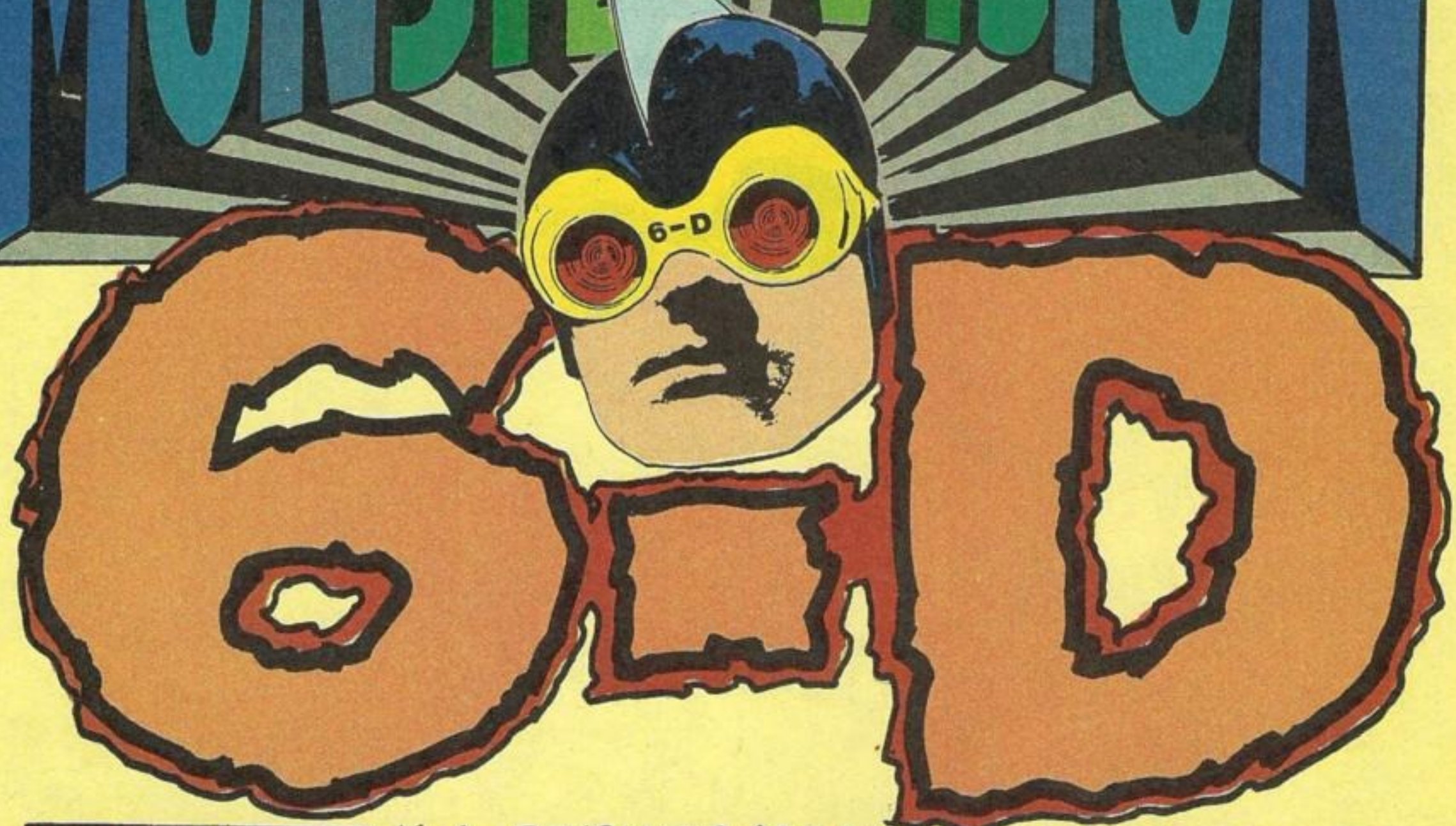
IT'S COMING...

IT'S COMING...

IT'S COMING!!

IT'S...

MONSTER-VISION



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REALITY CHECK

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Wow! I asked for letters and I got 'em! Just about everyone writing in has expressed an interest in a regular series. In fact, most of the letters were full of suggestions on what to do once **V&V** became a regular series! Rotating characters, adapting other **V&V** adventures, updating other characters, writing stories and turning them into **V&V** adventures...

While Jeff and I have already thought of most of these ideas (and we have some interesting things planned), I must say that I was glad to see that there were a whole bunch of readers out there waiting for the kind of comic book we wanted to bring to you. And here we were worried if anybody out there was going to be interested at all! I always knew there was all kinds of room to play around and do interesting things in the format of a "creator owned" comic that you just couldn't do in any other medium. Sort of like being an *auteur* film director with an unlimited budget, making a TV movie that would be untouched by the network censors or sponsors! One week, we see the star of the show, the next week—let's kill him off! Ha, ha, ha!

Rest assured, if **V&V** does become a regular series, we will keep you informed of our plans.

Thanks to G. A. Barnum, Ken (Organized Crimes, Honor, Alone Into The Night, Super Crooks And Criminals) Cliffe, Michael King, Mark Milutin, Pete Nelson, Curtis Riehl, Henry Salvadore and everyone else who wrote in. It was great hearing from you!

The following letters have been slightly compressed, but I have tried to leave the meaning of every one intact as much as possible.

Dear Jack,

I am a U.S. Marine stationed in Monterey, California. I have been playing RPG's since 1980 and discovered **V&V** in 1982. Before **V&V** my friends and I constantly played *Dungeons & Dragons*, still one of my favorites. However, with my passion for comics and superheroes, I quickly found myself with a preference for superhero role-playing games, specifically **V&V**. It is a well put together game and I'm happy to say that **V&V** tops all other superhero RPGs I've played.

I was recently in my local comic book shop when I saw a copy of your first issue. Congratulations, guys, you did it!

I strongly urge that you start publishing **V&V** as a monthly title because I would like to add it to my collection, not to mention that it will help give me ideas for my future **V&V** adventures.

I enjoyed the book very much but I do have a question. Why the character changes? For one thing, I like FIST! Why did you do away with him? On the other hand, it was a good idea to get rid of the Shrew. Instead, you somehow transformed her into the Hauntress. I would like to know a little more about her, please. For example, how was she turned into her present ghost-like state? And what exactly are her powers?

Good job, gentlemen! I'm looking forward to seeing more of the Crushers and Crusaders activities.

James E. Coombs
Box 671, NCAD, DLI-FLC
Presidio of Monterey, CA 93944-5018

*Glad you enjoyed the first issue, James. Jeff and I made changes in just about all of the characters in one way or another (costume adjustments, coloring, etc.). Some of these changes were minor, and others were complete overhauls. The Crushers and Crusaders were characters Jeff and I came up with over five years ago. People like you, who have been playing **V&V** for a long time, have been looking at them for quite a while. In that time we came up with all sorts of new ideas for them and the comic book was the perfect place to use them. By the way, I like FIST as well and we do have future plans for him. Any curiosity you have concerning the Hauntress should be satisfied after reading this month's Vigil Bulletin.*

Dear Mr. Herman,

I just finished reading **V&V #1** and I must say that it inspired me to write my first letter to anyone in the industry. I must admit that I read the issue during my lunch hour, and it was one of the best lunch hours I've had in a long time.

Being an avid fan of **V&V** I was thrilled to see the exploits of the Crushers and Crusaders for the first time in this format. Yes, our group has encountered both of these groups during our sessions. I must admit that I never really thought of Laserfire's personality as being the way you depicted it in the book. This issue really shed some light on both him and Dreamweaver.

I feel compelled to cover two more points, the first being that the letters page title is fantastic. It couldn't have been more appropriate. The second point is that I, for one, would like to cast my vote for a monthly title. The characterization of this group is great, the writing is great, and the team supreme of Herman and Dee is handling this project with the greatest of ease.

Frank Vento
P.O. Box 160431
Irving, Texas 75016

The (ahem) team supreme thanks you for writing, Frank. As was noted earlier, this series takes some liberties with the original "Crusader Citadel" adventure. I did a lot of re-thinking where Laserfire was concerned, since the "lovable teenage super hero" has been a pretty standard type of character in comics for quite a while. This Laserfire doesn't think of super heroics as "fun and games" and his edginess sometimes gets in the way of doing his job. I went out of my way not to have the other Crusaders support him like a "family-unit" to help him through his personal crisis, as this seems to be a fairly common super-team plot as well. So, for better or worse, I let him muddle through his problems and the result was quite unlike the kind of character that appeared in the adventure. Good of you to notice.

Hiya Jack,

I'm currently attending St. Ignatius High School in San Francisco, California. In 1983 while I was attending an art class, a friend of mine brought a game book with the title **Villains & Vigilantes** on it. I have always loved role-playing games and comic books, but to have them both combined was too much! I can't begin to tell you how much **V&V** has affected my life.

When I first saw the **V&V** comic book on the stands I couldn't believe it. To see and read what the heroes I fought beside were doing to the villains I have fought against was almost too much for me! I really hope **V&V** becomes a regular series.

Good luck to you and the whole team. You guys are doing a great job.

Francis Kong
a.k.a. The Red Dragon
No address given

Thank you very much for the nifty sketch of your character, Francis, and good luck in the future with the Dragon Force!

Dear Jack Herman,

I have waited longingly for the first issue of the **Villains & Vigilantes** comic book for quite some time. I was familiar with both your work and Jeff Dee's in the **V&V** game system and always wondered why you were so good at creating comics, but were never actually both involved with one. Your modules are extremely fun and **V&V** is, and has been, my favorite RPG system yet. However, your comic lacked something. I write this with great concern, but great hope that it can be solved. To begin with, I am displeased with the art. Jeff Dee is among the top three of my personal list of favorite artists and I have a comic collection numbering in the 800's. Whatever it is, I hope it can be corrected, because his art is truly some of the best.

Jack Herman, you are better than most writers I have read and everything you have done for **V&V** (the game) has been awesome to say the least. But the first issue should've been more introductory, with at least one page of intro to the Crusaders. Anyone who has played the adventure will know who everyone is, but others who were not fortunate enough might feel a little confused.

I feel an energy around this comic despite all my bad comments. You created a comic with action and excitement and I hope you keep it going for many years.

K. Marden
85 Sizer
Waterville, ME 04901

*Any and all constructive criticism is always welcome, K. It's nice to read a completely positive letter but nobody is perfect and I want to know where we are possibly making mistakes so we can correct them. Your letter brought up some good points. Artwise, **V&V** #1 was the very first inking job ever attempted by regular **V&V** artist Pat Zircher. That being said, I feel he did a tremendous job and has been improving steadily with every issue. Please write and let me know what you think.*

As for introducing the Crusaders properly. Well, you're probably right. Mea culpa. It wasn't easy juggling around the twenty or so super characters in the story and if I had it to do over, I'd have made it a little more comprehensible. I hope once you got into it, the story was accessible to just about anybody.

I'd just like to say that this book is dedicated to Scott Bizar, our Editor-and-Chief and the guy who discovered us back when we were just two young game designers raised by apes. Well, that's it for our first letters column. Good night, and drive safely!

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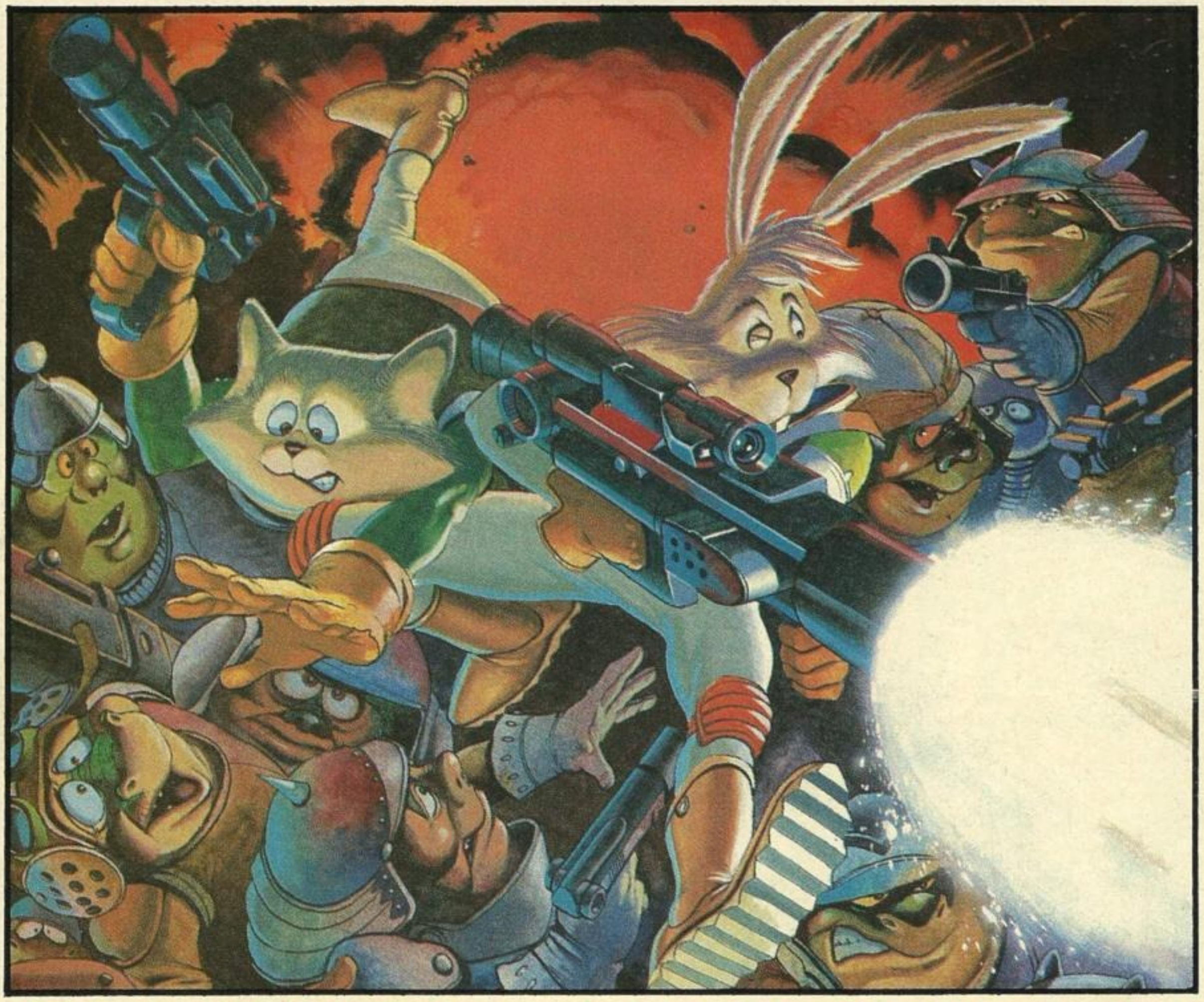

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CONTRACTORS

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A Summer Special coming in June.

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